# Personal Report

Our groups project was “Stranded”, a third person action horror game. The story takes the player to a remote island where they must explore a shipwrecked military vessel which has crashed on its shores. Having been shipwrecked himself, the protagonist must salvage what he can from the wreck while looking for any survivors of his missing crew.

## Semester 1

In the first semester I worked solely on the games design document. After coming up with the general theme, story and style of the game as a group, I was tasked with adding to and refining this information. I added details of each if the games main characters, methods we would employ in creating the game, features and assets we would use. As well as some of the level sketches, the document included concept art for the look of some of the areas of the game we would create. These were supplied by Chris. I also detailed the style of gameplay, sound, target audience and the way in which we would implement these goals.

 The main part of this task was level design. Starting with a rough outline of how the game progressed, I added to this to create a solid base on which the game could be created. Initially it began as rough sketches but then I was able to lay down a finalised version of the layout of these levels. I added these plans to the design document as well as a detailed description of how exactly the player would play though each section and the reasons for the player to be there.

## Semester 2

In the second semester I created two levels from the middle section of the game. Having had not much hands on experience of the UT3 outside the tutorials, I had some catching up a the beginning of the semester. I quickly got to grips with the basics and gradually added to my levels so that the became increasingly complex and detailed in their construction.

## Level creation

Both levels are of the inside of the ship and so I created subtractive levels based on the level descriptions in the design document. One was the ships bridge and the other was a section of the engine room. After creating the basic level layout I then textured the levels and added several level assets such as pipes and boxes. I then added level effects such as steam and sparks using the effects supplied within the UT3 editor. After the levels had been formed, I constructed the lighting is such a way that the level could be seen but there were sufficient dark corners and shadowy areas to create the horror element in the levels.

## Kismet

I worked within the kismet to help add functionality into my levels. This would range from the player start point to controlling door movement. My levels included doors which open as the player approaches, doors which can only be opened after a certain item is collected, steam which vents from pipes as the player enters the room, water draining, lifts moving etc. This was instrumental in the creation of the level as there are control panels which the player must destroy as a means of opening up other sections of the ship, and again, this was achieved by using Kismet.

## Matinee

I used simple matinee sequences in both levels. In the bridge level the matinee was triggered as the player walked along the hallway, at this point the view switches to another camera, and moves along the corridor to show the shadow of a character jerking along the back wall. This encourages the player to follow this path, and on reaching the end of the corridor they find no one. This sequences involved changing cameras, added a character and creating a simple animation.

In the engine room level the matinee sequence consisted of a camera switch and a short movement track. Once the player hits a certain switch the camera switches and moves out of the room to show the water draining from the lower levels of the area and then showing the door that they must exit. This allows the player to see that they have achieved their objective and also where to proceed to next. The camera movement was linked with several kismet sequences so that the once switch set all of these elements in motion, effectively showing the player the effects of their actions within the game environment.

## Physics and Music

For my levels I created several physics assets. This involved setting the physical properties in a realistic way and then applying them to certain items and objects within the level. These objects were added in the bridge level to partially block the path of the player. They can then be shot out of the way and they will move in a realistic manor. In the Engine level, these assets were applied to items in a storage room.

For the soundtracks which were used throughout the game, I recruited the help of a friend to produce several tracks. Sean Murray created these tracks for free, and greatly helps in create an atmosphere of tension and fear throughout the game. I added these tracks to each of my levels so that they will loop. For reasons I don’t fully understand, these music tracks don’t always play.

## AI

Due to the limited access to materials concerning scripting within the UT3 engine, the AI in our game is limited. In the Bridge level, the player will hit a trigger as they walk over it. This spawns an enemy bot into a room. Using Kismet I was able to prevent the bot from chasing the player as soon as it spawns. The bot fill fire on the player once they are in range.

I also wrote the group evaluation of the results obtained from testing.

## Group Evaluation

It is my opinion that each member of the group contributed equally throughout the project. In the first semester, the demo was created in equal parts by Mark, Jonathan and Chris. They created one distinct section each.

In semester two, Jonathan created the introduction matinee sequence and animation. He also helped with level streaming.

Mark created the cargo level and also worked out how to import objects and models from out with UT3 well as all kismet sequences within his levels.

Chris created the final section of the game as well as all kismet sequences within his levels. He also finished up the final pieces, such as level streaming and adding additional music to some of the levels. He also created the evaluation from used in the game testing.